

STRANGER THINGS

#406

THE DIVE

Behind the Iron Curtain, a risky rescue mission gets underway. The California crew seeks help from a hacker. Steve takes one for the team.

EXT. HAWKINS ROAD – NIGHT

Police cars race down it, their lights and sirens going.

EXT. LIPTON HOUSE – NIGHT

Andy sits on the front stairs. The police cars pull up, and Powell and Callahan get out of one. Powell kneels beside Andy.

POWELL: Where is he?

Andy looks at Powell before standing up and leading the officers around the house.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

Jason sits on the lakeside, breathing shakily and staring out at the lake. He holds Patrick's mangled body in his lap. Andy and the officers run up to him. Jason slowly turns his head to look at them.

POWELL (CONT'D)(O.S.): Where was Eddie when that happened?

INT. LIPTON HOUSE – KITCHEN – NIGHT

Jason and Powell sit at the table, a towel wrapped around Jason's shoulders. Callahan stands in the doorway behind them.

JASON: Wha...wait, what?

POWELL: Eddie. Where was Eddie when you saw this?

JASON: He...He was in the...in the boat, like I said.

POWELL: Right.

CALLAHAN: Right. Right. But then, uh...who lifted Patrick out the water?

JASON: What...you're not listening to me. Why aren't you listening to me?

POWELL: Jason, we are listening to you.

JASON: No, you're not. You're not. Eddie, he's...Eddie is a vessel. Just a vessel.

POWELL: A vessel?

JASON: For Satan. He's made a pact with the devil. Now he has his powers.

Powell looks at Callahan, neither officer convinced. Jason looks between them.

JASON (CONT'D): You don't believe me.

POWELL: We're just, uh, processing all of this, that's all. Okay?

CALLAHAN: Yeah.

Jason looks between the two officers. He leans closer to Powell.

JASON: How do you expect to stop the devil if you don't believe he's real?

EXT. LOVER'S LAKE – NIGHT

A pair of officers search the lake in a boat. Officers and dogs search the shoreline.

INT. LOVER'S LAKE – NIGHT

The camera travels underneath the water. Down, down, down in dark water, until it stops on a small school of fish. A vine snatches onto a fish, scaring the others off, and wrestles with the fish before pulling it further down.

Cut to black.

MAIN TITLES.

CHAPTER SIX: THE DIVE.

INT. GOVERNMENT COMPOUND – ROOM

Yelling and rattling can be heard. A tall metal box stands in the middle of a dark room, orange heat lamps aimed at it.

INT. GOVERNMENT COMPOUND – ROOM

Wallace sits tied to a chair in front of the box, sweating and shaking. His face is bloody, and blood drips from his mouth. Two soldiers flank either side of the chair. Sullivan walks into the room, pacing a few times before bending down beside Wallace.

SULLIVAN: I can make it stop. I can make the pain end.

Wallace doesn't respond.

SULLIVAN (CONT'D): Where's the girl?

WALLACE: (weakly) I told you. I don't...I don't...I don't know.

SULLIVAN: There are two proposed explanations for what is happening. Explanation one, an invisible boogeyman from another dimension is slaughtering these kids. Explanation two, Dr. Brenner's special little pet has gone rogue again and he and his lackeys are now seeking to cover it up. Perhaps in the hopes of selling their pet to the Soviets. Now, which explanation sounds plausible to you? Hmm?

Wallace lets out a choked sob.

WALLACE: I don't know.

SULLIVAN: There's still a chance to redeem yourself, Mr. Wallace.

Wallace doesn't respond.

SULLIVAN (CONT'D): Where is she?

Wallace doesn't respond, instead looking away from Sullivan. Sullivan looks at the two guards, who grab Wallace under the arms and wrestle him into the box. Wallace struggles as they do so, but Sullivan simply walks away.

WALLACE: No! No! No!

The guards shove Wallace into the box.

WALLACE (CONT'D): No!

The guards close the door.

INT. NINA FACILITY – ELEVEN’S ROOM

Eleven sits cross legged on her bed, her NINA suit hanging from a bar. She stares at it, taking deep breaths.

BRENNER (O.S.): Do you know what happens when someone has a stroke?

INT. NINA FACILITY – BRENNER’S OFFICE

Eleven sits in a chair as Brenner shows her scans of her brain, illuminated with an X-ray view box.

BRENNER (CONT’D): The blood supply to the brain is cut off. It scrambles the signals in the brain to the point where the mind can forget how to do things.

Brenner leans on a desk.

BRENNER (CONT’D): To eat. To speak. To walk.

INT. NINA FACILITY – HALLWAY

Eleven walks down the hallway to the silo, followed by scientists.

BRENNER (CONT’D)(O.S.): When you were attacked last year, I believe that your signals were scrambled in much the same way. But just as a stroke victim can learn to walk again, I believe you, too, can return to your full power.

INT. NINA FACILITY – BRENNER’S OFFICE

Brenner leans forward and puts his hands on either side of Eleven’s head.

BRENNER (CONT’D): Your abilities are still in here. You just need to remember.

Brenner boops Eleven’s nose.

INT. NINA FACILITY – RECORDS ROOM

Brenner inputs a code on the keypad and opens the door. He turns the lights on and walks inside, followed by Eleven. Brenner closes the door behind her.

BRENNER (CONT’D): Everything that took place in my lab was captured on videotape. Every success and every failure.

INT. NINA FACILITY – NINA SILO

Scientists fix the EKG cap on Eleven’s head.

BRENNER (CONT’D)(O.S.): It’s important for you to not just see your past, but to fully re-experience it.

INT. NINA FACILITY – NINA SILO

A scientist preps Eleven’s arm before injecting it with a sedative. She winces.

BRENNER (CONT’D)(O.S.): In doing so, I believe we can repair your broken signals. As we saw tonight, that process has already begun.

INT. NINA FACILITY – RECORDS ROOM

Eleven sits in a chair at the end of the room. Brenner inserts a tape into the VCR player. The screen flickers on, showing a recording of young Eleven being fixed with an EKG by the friendly orderly in order to do the light circle.

ELEVEN: If this all happened, why don't I remember?

BRENNER: Because you do not want to. Our brains have a defence mechanism in place to protect it from the bad memories.

Brenner sits down in the chair next to Eleven.

BRENNER (CONT'D): From trauma.

INT. NINA FACILITY – NINA SILO

Eleven walks up to NINA.

BRENNER (CONT'D)(O.S.): You buried those memories long ago.

INT. NINA FACILITY – RECORDS ROOM

Eleven watches the tape with a tear in her eye.

ELEVEN: Papa. When I was in there, I saw something.

Flashback to #401. The Rainbow Room. Blood is spattered everywhere. Dead kids line the floor, their bones all snapped.

ELEVEN (CONT'D): There was blood.

Flashback to #405. A room in Hawkins Lab. Eleven looks at her blood covered hands.

ELEVEN (CONT'D): So much blood.

Flashback to #405. A room in Hawkins Lab. Eleven's hands are covered in blood.

Brenner puts his hand on Eleven's shoulder. A tear rolls down Eleven's cheek.

BRENNER: That was another memory, a...a more powerful one, invading from your subconscious. You have demons, Eleven. You have demons in your past. That is why we must proceed carefully. One step at a time...

INT. NINA FACILITY – NINA SILO

Eleven climbs into NINA.

BRENNER (CONT'D)(O.S.): One memory at a time. If we go too fast...

Eleven lays on her back in the water.

INT. NINA FACILITY – RECORDS ROOM

BRENNER (CONT'D): I'm afraid you could become lost in the darkness.

INT. NINA FACILITY – NINA SILO

The top of NINA closes, shutting Eleven in.

INT. NINA FACILITY – RECORDS ROOM

BRENNER (CONT'D): And if you are lost...so are we all.

Flashback to #401. The Rainbow Room. Brenner looks around at the carnage.

INT. NINA

The TVs turn on, playing clips from the past. Eleven's vision slowly blurs, and she closes her eyes.

EXT. HAWKINS CONSTRUCTION SITE – DAY

Workers do various tasks as they work to build a house. A worker walks towards the porta-potty.

WORKER: Oh. Hey, Eric. I'm taking five.

ERIC: You just took five.

WORKER: Yeah, well, tell Milo to take it easy on the onions next time.

The worker sets his tool belt down the bed of a truck before stepping into the porta-potty and closing the door behind him. Eddie sneaks from around behind the truck, stealthily taking the worker's Supercomm from out of his tool belt and running away.

EXT. HAWKINS ROAD – DAY

Nancy's car drives along.

ROBIN (O.S.): Not to be a wimp, but can I maybe sit in the car for this visit?

INT. WHEELER CAR

Nancy drives, while Robin sits in the passenger seat. Max and Lucas sit in the backseat, with Max listening to music. Steve and Dustin sit in the boot, eating food meant for Eddie.

ROBIN (CONT'D): Cause this is gonna totally and royally suck.

NANCY: It'll be fine.

ROBIN: I just can't stand to see those doe eyes of Eddie's break again. I really, really can't.

STEVE: At least he can drink himself into feeling better.

Steve holds up the six pack of beer Eddie requested before putting it back down.

MAX: That's what my mum does.

ROBIN: Why don't we just give it a trial run? 'Hey, Eddie. Uh, good news first this time. We got you some Dustin-approved junk food and that six-pack that you requested. Oh yeah, and we found Vecna. Only the bad news is that he's in that other, darker, much scarier dimension that we told you about and the Gate's closed, so we have no way of getting to him. Like, he's entirely shut off to us, so basically you're screwed. And, no, I know that you were already screwed, but now you're like doubly, triply screwed'.

LUCAS: Wait, wait. Maybe we don't put it like that.

NANCY: 'We're one step closer to finding Vecna'. That's what we say. That's what's important.

STEVE: See, Robin? A positive spin can make all the difference.

ROBIN: Uh-huh.

NANCY: Oh shit.

EXT. LIPTON HOUSE – DAY

Nancy pulls up near Reefer Rick's house to find a large crowd gathered behind barricades.

POWELL (O.S.): Nothing to see.

The group gets out of the car, seeing the house taped off with caution tape. Police officers roam the area. Powell and Callahan stand just in front of the tape, reporters and cameras in front of them.

POWELL (CONT'D)(O.S.): Just step back a bit.

POLICE OFFICER (O.S.): All right?

NANCY: Come on. This way.

Nancy leads the group around the side of a news van, staying mostly hidden but able to see Powell without people in the way.

POWELL: As many of you know by now, the Roane County line received a call a little after midnight reporting a homicide out here on the lake.

The group glances at each other.

POWELL (CONT'D): Officer Callahan here and myself...

INT. WHEELER HOUSE – LOUNGE ROOM – DAY

Ted sits on a couch, watching the TV. Karen sits down on the couch next to him.

POWELL (CONT'D)(ON TV): Arrived first on the scene. We made our way...

INT. SINCLAIR HOUSE – LOUNGE ROOM – DAY

Charles, Sue, and Erica sit on couches, watching the TV.

POWELL (CONT'D)(ON TV): To the shore of Lover's Lake, about ten yards from that house you see behind me. It was there that we found the victim, an 18-year-old senior from Hawkins High, Patrick McKinney.

EXT. LIPTON HOUSE – DAY

Lucas looks saddened upon hearing Patrick's name.

POWELL (CONT'D): His limbs...

INT. WHEELER HOUSE – LOUNGE ROOM – DAY

KAREN: Oh my God.

POWELL (ON TV): His body, it was disfigured...

TED: What are we even doing? I mean, where is the FBI?

POWELL (ON TV): There was an eye witness on the scene...

TED: That's what I want to know. We got a serial killer on the loose.

INT. HENDERSON HOUSE – LOUNGE ROOM – DAY

Claudia sits on the couch, watching the TV.

POWELL (ON TV): We have also identified a person of interest.

Powell holds up a photo of Eddie.

POWELL (CONT'D)(ON TV): Eddie Munson.

INT. SINCLAIR HOUSE – LOUNGE ROOM – DAY

POWELL (CONT'D)(ON TV): We encourage anyone with information...

EXT. LIPTON HOUSE – DAY

POWELL (CONT'D): To please come forward.

STEVE: Oh man.

Dustin and Nancy glance behind them at Steve.

STEVE (CONT'D): This is not good. This is really not good.

POWELL: You've got a lot of questions, and I'm going to answer as many as I can. Two o'clock at town hall...

INT. WHEELER HOUSE – LOUNGE ROOM – DAY

POWELL (CONT'D)(ON TV): Where anyone from the Hawkins community is welcome. But right now...

EXT. LIPTON HOUSE – DAY

POWELL (CONT'D): I've got work to do, and I appreciate your understanding.

Powell turns and walks away. Reporters clamour to ask questions, but Callahan simply gives them an awkward thumbs up as he follows Powell.

REPORTER: Is Eddie still in Hawkins?

EDDIE (ON SUPERCOMM): Dustin, can you hear me? Wheeler?

Dustin quickly gets his Supercomm out of his bag and the group walks a short way away from the reporters.

DUSTIN: Eddie. Holy shit.

EXT. HAWKINS WOODS – SKULL ROCK – DAY

DUSTIN (CONT'D)(ON SUPERCOMM): Are you okay?

Eddie rubs his eye and shakes his head.

EDDIE: Nah, man. Pretty...pretty goddamn far from okay.

EXT. LIPTON HOUSE – DAY

ROBIN: Where is he?

DUSTIN: Where are you?

EXT. HAWKINS WOODS – SKULL ROCK – DAY

EDDIE: Skull Rock. Do you know it?

DUSTIN (ON SUPERCOMM): Uh, yeah.

EXT. LIPTON HOUSE – DAY

DUSTIN (CONT'D): That's near Cornwallis and-

STEVE: Garrett, yeah. I know where that is.

Steve starts walking back to the car, prompting the others to follow.

DUSTIN: Hold tight. We're coming. We're coming.

EXT. HAWKINS WOODS – SKULL ROCK – DAY

Eddie nods his head, squeezing his eye shut. He puts the Supercomm down and sighs, putting his face in his hands.

EXT. UTAH ROAD

Argyle's van drives along.

EXT. BINGHAM HOUSE – FRONT YARD – DAY

Argyle, Jonathan, Mike, and Will get out of Argyle's van. Argyle groans and rubs his butt.

ARGYLE: I can't feel my butt. Can't feel my butt.

Jonathan, Mike, and Will round the van and start walking up the driveway to the front door. Argyle follows.

ARGYLE (CONT'D): Can you guys feel your butts?

WILL: I can feel my butt.

JONATHAN: Everyone needs to be on their best behaviour, okay?

ARGYLE: Hey, why are you looking at me when you say that?

JONATHAN: Wow, okay. I didn't.

MIKE: They're just really religious.

ARGYLE: Yeah, and I'm super spiritual, dude.

MIKE: Yeah, I think they're spiritual too. Just in a different way.

Mike knocks on the front door. Cornelius opens it, skin smudged with war paint, a quiver full of suction arrows on his back and a bow in his hand. Mike looks slightly taken aback by him but brushes it off.

MIKE (CONT'D): Oh, hey. Is Suzie here?

Cornelius takes aim and fires an arrow at Mike with a shriek. It hits him square in the forehead.

MIKE (CONT'D): Ow!

Cornelius shrieks again and runs away.

INT. BINGHAM HOUSE – FOYER – DAY

Mike looks annoyed but pulls the arrow off his forehead as they step into the house.

INT. BINGHAM HOUSE – DINING ROOM – DAY

Tanner and Tatum stand on the dining table, dressed in makeshift armour and battling with makeshift swords, yelling as they do so. The boys make their way past them, slightly unnerved, but the children pay them no mind. Only Argyle seems to enjoy the chaos.

TATUM: Away, you starveling! You elf-skin! You dried neat's tongue!

ARGYLE: This is my kind of party.

INT. BINGHAM HOUSE – LOUNGE ROOM – DAY

Tabitha falls to the floor, clutching her neck with red spotted gloves and shaking. Sterling records her with a small handheld camera, a moustache drawn onto his face with a marker.

TABITHA: I've been bitten. Help! Help!

STERLING: Beautiful performance.

JONATHAN: Uh, excuse me? Uh, hey, we're looking for Suzie.

Sterling snaps angrily and looks at Jonathan, annoyed.

STERLING: Can you not see that we are filming?

Tabitha nods and rolls her eyes.

STERLING (CONT'D): Come on.

Sterling goes back to filming Tabitha, who starts shaking again, and the boys move past them.

STERLING (CONT'D): All right, stay in it, Tabitha. Stay in it.

INT. BINGHAM HOUSE – KITCHEN – DAY

The boys poke their heads in to see Peter and chef kid preparing food at the counter.

MIKE: Hi, we're looking for Suzie.

CHEF KID: Don't know, don't care.

Chef kid snatches the salt shaker from Peter.

CHEF KID (CONT'D): That's too much salt, Peter. Father's kidneys! Father's kidneys!

Cornelius flicks a switch in the breaker box. The lights turn off.

EDEN: Cornelius!

Eden walks up to Cornelius.

EDEN (CONT'D): How many times do I have to tell you?

Eden flicks the switch. The lights turn on.

EDEN (CONT'D): That is not a toy.

Eden starts to push Cornelius away. He grunts and tries not to move, but she's stronger than him, ushering him towards the kitchen door.

EDEN (CONT'D): Come on.

The boys move aside as Eden pushes Cornelius through the doorway. She spots Argyle and is caught slightly off guard, staring at him for a bit as she pushes Cornelius away. Argyle stares after her.

INT. BINGHAM HOUSE – FIRST FLOOR LANDING – DAY

Eden sets Cornelius down.

EDEN (CONT'D): You make another escape, I'm getting Father.

Cornelius hisses. Eden grabs the timer and sets it, putting it down beside Cornelius as it starts ticking. She stands up to walk back down the stairs to find the boys coming up, Argyle at the front. He stares at her, seemingly in love.

EDEN (CONT'D): Who the hell are you?

ARGYLE: Argyle.

Argyle smiles awkwardly.

ARGYLE (CONT'D): Uh, and you are?

Eden gives a small smile.

EDEN: Eden.

ARGYLE: Like the garden.

JONATHAN: Wow. Hey, we're looking for Suzie.

WILL: Do you know where she is?

EDEN: Third floor, second door on your left.

The boys move past Argyle to follow Eden's instructions. Eden moves to go back down the stairs. Argyle stares at her.

EDEN (CONT'D): You see her, you make sure to give that selfish four-eyed shit a nice little shove for me.

Eden notices Argyle staring. She maintains eye contact with him as she slowly walks down the stairs backwards.

ARGYLE: Ab...abso...absolutely. Eden, I...I will shove her for you. I will...I will do anything for you.

Argyle turns to follow the others.

INT. BINGHAM HOUSE – SUZIE'S ROOM – DAY

Jonathan opens the door and walks in to find the room empty. Mike and Will walk in after him. Jonathan sighs.

JONATHAN: Well, great, she's not here.

Argyle walks into the room. Mike hears a clattering from outside and looks at the window, seeing a wire running outside. More clattering comes from outside.

MIKE: 'Give her a shove'.

EXT. BINGHAM HOUSE – ROOF – DAY

The boys stick their heads out of Suzie's window to see Suzie on the roof nearby, fixing the antennae. She has a hard hat on, and a rope tied around her waist tethering her to the antennae.

MIKE (CONT'D): Suzie!

Suzie turns.

SUZIE: Yeah?

Suzie realises that the person who called her isn't someone she knows.

SUZIE (CONT'D): Who the heck are you? And what are you doing in my room?

MIKE: Sorry, that's...that's fair.

WILL: No, listen. We're Dustin's friends.

MIKE: Yeah. We really need your help.

The boys smile. Suzie stares at them.

EXT. RUSSIAN WOODS – DAY

Yuri's crashed plane rests in the snow, dented and broken but mostly intact. Joyce sits on a crate outside the plane in front of a fire. Murray walks back to the plane, shivering.

JOYCE: You said an hour.

MURRAY: I underestimated.

JOYCE: I thought you were dead.

Murray sits on another crate and starts warming himself by the fire.

MURRAY: Might as well be. We are truly in hell if hell froze over. There's nothing south, but two miles north I saw some smoke. Could be a town, could be a house. Maybe somebody there knows where we can find this prison.

JOYCE: The top-secret prison. Really?

MURRAY: Right. Any luck with our friend?

JOYCE: What do you think?

Murray chuckles.

EXT. RUSSIAN WOODS – DAY

Yuri is tied to a tree with a gag in his mouth a short distance from the plane. He has a few gashes on his forehead, and a thin, bloody gauze is wrapped around his forehead. Joyce and Murray walk towards him, carrying bags.

MURRAY: Hey! Dipshit!

Murray drops his bags and kneels in front of Yuri.

MURRAY (CONT'D): We're outta here. Last chance.

Murray pulls Yuri's gag down.

MURRAY (CONT'D): Where's the prison?

YURI: I told you. Yuri will help you for the right price.

JOYCE: I told you, we're wasting our time.

MURRAY: Half.

YURI: What?

JOYCE: What?

MURRAY: You heard me, you stubborn bastard. Half the reward. Twenty thousand.

YURI: Thirty thousand.

MURRAY: Twenty-two.

YURI: Twenty-five.

Joyce looks between the two men, confused and annoyed.

MURRAY: All right.

Yuri laughs and Joyce looks even more annoyed.

MURRAY (CONT'D): Looks like we got ourselves a moron!

Murray gets in Yuri's face and laughs.

MURRAY (CONT'D): You thought I was serious? He thought I was serious.

Joyce smiles, pretending she was in on the ruse.

MURRAY (CONT'D): (imitating Yuri) I got you! I got you good!

Murray laughs.

MURRAY (CONT'D): There's only one thing you get if you take this deal. You get to live.

YURI: You are not killer.

Joyce kneels down.

JOYCE: Oh, you're right. He's not a killer.

YURI: No.

JOYCE: But, see, the thing is, we don't need to kill you. We can just leave you here. Because there's nothing for miles and no one will find you.

MURRAY: No human, at least. I saw tracks.

JOYCE: Tracks.

MURRAY: In the woods, Yuri. Bears.

JOYCE: Bears.

MURRAY: Who knew you could see your own future? (in Russian accent) Shall we fly out of here, little bird?

JOYCE: Uh...da, da.

MURRAY: Bye-bye, Yuri.

Murray laughs as he stands up, picking his bags up, Joyce doing the same. Yuri looks after them as they start walking back towards the plane.

YURI: Wait.

Joyce and Murray stop walking and turn around.

YURI (CONT'D): You should go east, not north. My warehouse is there. Supplies, guns, truck. We will need to reach prison by nightfall if you hope to save your friend. That is, if he's not already dead.

Yuri laughs.

INT. KAMCHATKA PRISON – CELL – DAY

Ivan unlocks and opens the door.

IVAN: (in Russian) Out.

The prisoners inside look towards the door, slightly confused.

IVAN (CONT'D): (in Russian) Everyone out.

No one moves. Ivan and the guard behind him cock their guns.

IVAN (CONT'D): (in Russian) Let's go! Move it!

The prisoners reluctantly stand up.

EXT. KAMCHATKA PRISON – DEMOGORGON PIT – DAY

Ivan walks down the stairs and opens the door into the Demogorgon pit. The prisoners follow in single file line, with Hopper at the lead and Dimitri behind him. They walk out into the pit.

DIMITRI: This is it, American. I hope you're ready.

The prisoners face the doors at the end of the pit. Dimitri does a sign of the cross. Ivan closes the door and cross the pit to another door, turning when he realises the prisoners are still staring at the main doors.

IVAN: (in Russian) What are you all waiting for?

The prisoners look at him in confusion.

IVAN (CONT'D): (in Russian) Move! Let's go!

No one moves. Ivan gestures to the door.

IVAN (CONT'D): (in Russian) Move!

Ivan walks through the doors. The prisoners cautiously follow him.

INT. KAMCHATKA PRISON – HALLWAY – NIGHT

Ivan rounds the corner and stops outside a room, lighting a cigarette as the prisoners file past him into the room.

EXT. KAMCHATKA PRISON – ROOM – DAY

The prisoners walk in to find a long table laden with an elaborate feast, the room lit with candles. They stare at it in disbelief.

DIMITRI: Am I dreaming, American? Or is this real?

Dimitri laughs. The prisoners file past him and Hopper to sit down, eagerly sitting down and diving into the food. Dimitri pats Hopper's shoulder and sits down. Hopper stays standing, knowing what this meal means.

EXT. KAMCHATKA PRISON – ROOM – DAY

The prisoners dig into the food, not caring for manners or cleanliness. Hopper sits at the end, not eating. He pours himself a small cup of liquor.

OLEG: (in Russian) What is wrong with your American friend?

DIMITRI: (in Russian) He has lost his spirit to eat.

Oleg chuckles.

DIMITRI (CONT'D): (in Russian) And he is not my friend. (in English) Isn't that right, Cursed One? You have lost your spirit to live.

HOPPER: Yeah. Yeah, something like that.

Hopper drops his cup.

HOPPER (CONT'D): No...

Hopper goes to pick the cup up and falls to the ground. Oleg laughs.

DIMITRI: (in Russian) He is American after all. Big talk, but weak inside.

OLEG: (in Russian) Tell him to eat. Or he endangers us all. We have a big fight ahead of us.

DIMITRI: (in Russian) What are you talking about? Fight?

OLEG: (in Russian) I have been in this place one week. My first night, I saw six men enter this room. Six. Just like us. They came out happy and fat, faces smothered in grease. But when night fell, they were thrown into that pit out there. But not alone. You heard those roars, yes? That is a monster. Not from this world.

Hopper grunts as he pulls himself back up. He sits facing away from the rest of them.

OLEG (CONT'D): (in Russian) Thirty seconds it took! Thirty seconds...and all six men...

Oleg runs his thumb across his neck.

PRISONER 1: (in Russian) You speak no sense. If they plan to kill us tonight, why waste this food on us?

OLEG: (in Russian) They want us strong. So we can fight it. To test its strength. To train this monster for war. But last week, the men got their weapons...then scattered like fools. We stick together...perhaps we stand a chance! Perhaps we live to see another day.

Oleg puts his fist over the centre of the table, and the other prisoners do the same in solidarity.

PRISONERS: (in Russian) Til tomorrow!

Hopper chuckles.

HOPPER: Let me guess. This...this monster...it's about nine feet tall? Thin, white skin? No face? No eyes?

The prisoners look to Dimitri.

OLEG: (in Russian) Come on, come on, come on. Translate!

Dimitri translates Hopper's words into Russian. Oleg slowly turns to look at Hopper, swallowing hard.

OLEG (CONT'D): (in Russian) How do you know this?

HOPPER: Cause I've seen one.

Dimitri translates as Hopper speaks.

HOPPER (CONT'D): And I've fought one. And all your theories about it, they're all wrong. You know why they feed captive predators live prey? Because if they don't, the predator gets bored and it stops eating. It needs the thrill of the hunt. We're not here to train this monster with swords and axes. We're here to entertain it. And this food...

Hopper picks up a walnut and places it in front of him.

HOPPER (CONT'D): This food isn't to make us strong.

Hopper picks up a nut crusher.

HOPPER (CONT'D): It's to, uh, make us plump.

Hopper smashes the crusher down on the walnut, breaking it and making the prisoners jump.

HOPPER (CONT'D): So we're full of all the nutrients and protein that a growing monster might need. So, eat up, boys. Enjoy. This is your last meal.

INT. HAWKINS LAB – RAINBOW ROOM – NINA GENERATED

Eleven kneels on a cushion in front of the Plinko board, watching as a disc falls down and lands in a slot. Eleven sighs. She reaches up and puts another disc in, watching as it falls down and lands in a slot. She lets out a frustrated sigh.

FRIENDLY Orderly: Which number are you aiming for?

Eleven turns around to see the friendly orderly standing behind her. She turns back to the Plinko board.

ELEVEN: Three.

The friendly orderly walks over and sits next to Eleven.

FRIENDLY ORDERLY: You know, sometimes it's helpful to take a step away for a moment. Let the mind clear.

Eleven sighs. She reaches up and puts another disc in, watching as it falls down and lands in a slot.

FRIENDLY ORDERLY (CONT'D): Determined, aren't we? You know...

Eleven sighs.

FRIENDLY ORDERLY (CONT'D): You remind me of someone. Someone I used to know really well. Can you guess who that is?

The friendly orderly takes a disc from Eleven's hand and sets it in the first slot. Eleven looks confused.

ELEVEN: One?

The friendly orderly nods.

ELEVEN (CONT'D): Papa said that he doesn't-

FRIENDLY ORDERLY: Exist? I know.

The friendly orderly glances up at the camera.

FRIENDLY ORDERLY (CONT'D): (whispers) But can I tell you a secret? Sometimes, Papa doesn't tell the truth. I spent years with One. Right here. In this very room.

ELEVEN: Where is he?

FRIENDLY ORDERLY: Maybe we'll save that story for another day. It doesn't have a happy ending, I'm afraid. But he was a lot like you. Everything was hard for him. Then, out of nowhere, he walked in here and it was like something had changed. And I asked him what's different, and he said...he said he had figured it out. He had found his strength in a memory from his past. Something that made him sad. But also angry. Do you maybe have a memory like that?

Eleven looks at him.

FRIENDLY ORDERLY (CONT'D): Do you remember the day a strange woman came to see you? This would've been when Eight was still here.

Flashback to #205. The Rainbow Room. Terry opens the door to find Young Eleven and Young Kali playing inside.

The memory makes Eleven upset, but she pushes it down.

FRIENDLY ORDERLY (CONT'D): The woman, she was calling a name to you.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – DAY

TERRY: Jane.

Guards come in and drag Terry out.

TERRY (CONT'D): No! No! No! Jane!

INT. HAWKINS LAB – RAINBOW ROOM – NINA GENERATED

FRIENDLY ORDERLY: That was your mother.

Eleven takes a shaky breath.

ELEVEN: Mama is dead. She died making me.

FRIENDLY ORDERLY: And who told you that?

ELEVEN: Papa.

The friendly orderly raises his eyebrow slightly.

ELEVEN (CONT'D): Who doesn't always tell the truth.

FRIENDLY ORDERLY: This place...and the people here...are not what you think.

The door opens, making Eleven and the friendly orderly turn to see Brenner walk in.

BRENNER: Good morning, children.

CHILDREN: Good morning, Papa.

The children fall into line. Eleven and the friendly orderly stand up. Eleven joins the line, while the friendly orderly stands next to the mirror.

BRENNER: I've got something very special planned for you today. Are you ready?

CHILDREN: Yes, Papa.

BRENNER: Good. Seventeen, would you open the door?

SEVENTEEN: Yes, Papa.

Seventeen pulls the door open. Brenner motions for everyone to leave the room.

BRENNER: Off you go.

The children file past Brenner and through the door. Brenner stares at the friendly orderly briefly before turning around, grabbing the door so that Seventeen can go through.

BRENNER (CONT'D): After you.

Brenner leaves the room and closes the door.

INT. NINA FACILITY – NINA OBSERVATION ROOM

Machines whir as they register Eleven's brainwaves. Owens and Brenner stand at the window, looking down at NINA.

OWENS: We should've just told her the truth.

BRENNER: And risk everything? No. She'll find out soon enough.

INT. NINA

Eleven lays on her back, eyes moving side to side under her eye lids.

EXT. HAWKINS WOODS – DAY

The group walks along a path. Dustin and Steve walk at the front, with Dustin holding a map and compass. Nancy and Robin walk a few metres behind, with Nancy holding a bag of food for Eddie. Max and Lucas walk a few metres behind them, with Lucas carrying another bag of food for Eddie.

STEVE: Dude, I'm telling you, you're taking us the wrong way.

DUSTIN: It's north. I'm positive. I checked the map.

STEVE: You do realise that Skull Rock, it's like a super popular make-out spot?

DUSTIN: Yeah. So?

STEVE: Yeah, well, it wasn't popular until I made it popular. All right? I practically invented it. We're heading in the wrong direction.

Steve walks off the path.

DUSTIN: Steve. Where are you going?

STEVE: Stop whining. Let's go.

DUSTIN: Steve!

STEVE: Come on, trust me.

EXT. HAWKINS WOODS – DAY

MAX: Okay, so apparently we're going this way now? I swear to God, if they get us lost...

Max looks at Lucas, who still seems affected by Patrick's death.

MAX (CONT'D): Hey. You okay?

LUCAS: Uh, yeah. I'm fine. Just...thinking about Patrick, you know?

MAX: Yeah.

LUCAS: I mean, it's...it's like, why him? But then, I remember this one day, he...he came to practice with a black eye. He said he fell, but clearly he was lying.

Lucas stops walking. Max stops walking as well and faces him.

LUCAS (CONT'D): It's like everyone Vecna targets has something in their life. Something that's-

MAX: Hurting them. Haunting them.

LUCAS: Yeah. I...I didn't really know Patrick, so it was easy to just look the other way, I guess. But I did know you. And I'm sorry I wasn't there.

MAX: It's not your fault.

Lucas shakes his head.

LUCAS: No.

MAX: I disappeared.

LUCAS: No, no, you didn't. I just didn't look hard enough. Okay? But I see you now. I see you.

EXT. HAWKINS WOODS – DAY

Robin glances back at Max and Lucas.

ROBIN: Oh my God, they're so adorable. I just wanna squeeze em, you know? If I'm permitted to see a silver lining in any of this end-of-the-world doom and gloom, it would be the rekindling of old flames that frankly never should've been snuffed out.

Nancy looks at Robin.

ROBIN (CONT'D): I didn't mean that as a hint or anything.

NANCY: Right.

ROBIN: But, if I did mean it as a hint, would that be so terrible? For me to wish for happiness for my friends?

Nancy scoffs and stops walking. Robin stops walking and faces her.

NANCY: You think I'm not happy?

ROBIN: I...I'm sure you are. It's just, the other day in the library, I mentioned Jonathan and you sort of flinched or winced or something like-

NANCY: I didn't flinch or wince.

ROBIN: Okay.

NANCY: Jonathan and I are fine.

ROBIN: Got it.

NANCY: We're good.

ROBIN: Right.

NANCY: It's just...

Nancy turns and starts walking again. Robin does the same. Nancy sighs.

NANCY (CONT'D): He was supposed to be here for the break, and then he backed out at the last minute for some vague, mumbly Jonathan reason. And, to be honest, I'm not even that surprised because I've been feeling him pulling away lately. And I don't know if it's because were 2000 miles away or if he met someone new or what. And now I can't find out why because apparently he's blown up his family's house phone or something. So, yeah, if...if the mention of his name caused a slight muscle spasm on my face, that's...probably why.

ROBIN: Seems like a perfectly reasonable reason to flinch, wince, or something.

Nancy gives a small smile.

NANCY: You said, 'the happiness of your friends'. So...does that make us friends? As in, officially?

ROBIN: Uh, yeah. I...I mean, right?

NANCY: Right.

STEVE (O.S.): Oh, boom!

EXT. HAWKINS WOODS – SKULL ROCK – DAY

Steve pushes aside a bush to find Skull Rock on the other side.

STEVE (CONT'D): Bada bing, bada boom. There she is, Henderson. Skull Rock. In your face, man. In your stupid, cocky little face.

DUSTIN: Doesn't make sense.

STEVE: Yeah, yeah. Even with it staring you in the face, you can't admit it. Just can't admit that you're wrong, you little butthead.

Eddie jumps out from behind a rock. Dustin and Steve turn to look at him.

EDDIE: I concur. You, Dustin Henderson, are a...total butthead.

DUSTIN: Jesus, we thought you were a goner.

Dustin walks up to Eddie and hugs him. Eddie seems slightly taken aback but returns the hug.

EDDIE: Yeah, me too, man. Me too.

Dustin takes a step back. Steve gives Eddie a polite nod. The others join them.

INT. HAWKINS TOWN HALL – HALL – DAY

Residents of Hawkins are gathered in the hall. Powell stands at the lectern on the stage. Callahan and Daniels sit at the table to the left of him, while a man and woman sit at the table to the right of him. A woman stands at the question microphone.

WOMAN 1: How long have you known that Eddie Munson was killing these kids? It was his trailer where Chrissy was killed, and you expect us to believe he was made a suspect just this morning?

POWELL: The truth is we've been following several leads, and yes, Eddie Munson was one of them. And we are now doing everything in our power to find him. In the meantime, for your safety, we will be enforcing a strict curfew.

The crowd protests.

WOMAN 1: That's your solution? Hide from him?

WOMAN 2: We're already doing that!

MAN: It's been days. Days! So you tell me why he's not behind bars right now.

POWELL: I understand you all are upset, but I promise you, we will find him.

JASON: No.

Everyone turns to see Jason, Andy, Chance, Josh, and another basketball boy standing in the doorway.

JASON (CONT'D): You won't.

POWELL: Jason? Son, how about we talk about this in private?

Jason slowly walks down the aisle to the microphone.

JASON: Why? So you can keep me quiet? So you can keep the truth from coming out? Look, I don't know about the rest of you, but I can't bear to listen to any more excuses and lies.

POWELL: That's enough.

JASON: I agree, I've had enough! In fact, I think we've all had enough.

The crowd claps. Jason takes the microphone and stands in front of the stage, facing everyone.

JASON (CONT'D): Last night...

Jason takes a moment.

JASON (CONT'D): Last night, I saw things, things I can't explain. Things the police don't wanna believe. And things that I don't wanna believe myself. But I know what I saw. I know. And I've come to accept an awful truth. These murders are ritualistic sacrifices.

The crowd gasps.

JASON (CONT'D): We've all heard how...how satanic cults are spreading through our country like some...some disease. And Eddie Munson is the leader of one of these cults. A cult that operates right here in Hawkins. The mall fire. All those unexplained deaths over the years. Some people, they say our town is cursed. They just don't know why. Now...now we do. Now we know.

Jason holds up a wanted poster using the new yearbook photo of the Hellfire Club.

JASON (CONT'D): They call themselves Hellfire.

Erica jumps up.

ERICA: That's bullshit! The Hellfire isn't a cult. It's a club for nerds.

Sue pulls Erica down.

SUE: (hisses) Erica!

ERICA: (hisses) Just the facts.

JASON: A club. A club. A harmless club. That's what they want you to believe.

The basketball boys start handing out the wanted posters.

JASON (CONT'D): But it's a lie. A lie designed to conceal the truth.

Holly passes a poster to Ted and Karen. Claudia is passed her own poster, looking at it with shaky breath.

JASON (CONT'D): And now this cult is protecting its leader, Eddie. Hiding him. Allowing him to...to continue his rampage. Last night, I became overcome with this feeling of...of hopelessness.

Claudia looks at Sue.

JASON (CONT'D): Then I remembered Romans 12:21. 'Do not be overcome by evil. But overcome evil with good'. And God knows there's good in this town. So much good. It's in this room! It's in this room, right here, right now. So I came here today, humbly, to ask for your help. To join me in this fight. Let us cast out this evil and save Hawkins together.

No one says anything. An uneasy feeling ripples through the crowd, as if they agree with Jason's message but don't have the courage to do anything. The man from early looks around and stands

up, walking down the aisle to the exit. Everyone turns and watches him. He turns when he sees no one following him.

MAN: What are y'all just sitting around for? You heard the kid.

The man turns and walks out of the building. One by one, other residents follow his lead.

POWELL: Hey. I want you all to hear me loud and clear on this.

More residents start leaving.

POWELL (CONT'D): Anyone interfering with this investigation will be arrested.

Callahan jumps up and grabs hold of the lectern microphone.

CALLAHAN: Hey! Hey! We will be implementing a curfew!

Jason turns to look at Powell.

CALLAHAN (CONT'D): So if you are not in your house after sunset with the doors locked, you'll be written up. And it's gonna go on your permanent record.

Jason turns and follows the crowd down the aisle. Claudia, Sue, and Karen all look at each other.

EXT. BINGHAM HOUSE – FRONT YARD – DAY

SUZIE (O.S.): Okay, that is a lot to process.

INT. BINGHAM HOUSE – SUZIE'S ROOM – DAY

Suzie sits on the edge of her bed. Mike, Argyle, Jonathan, and Will sit and stand opposite her.

SUZIE (CONT'D): I mean, that might be seriously the craziest thing I've ever heard.

MIKE: I know, it's hard to believe.

JONATHAN: But it's true. It's all true.

Suzie looks at the number written on Harmon's note.

SUZIE: I dial in to this computer and find a location, and at this location is the NINA Project?

WILL: Exactly.

SUZIE: And the NINA Project is the code name for a video game?

MIKE: Well no, it's not just a video game. It's a video game console.

WILL: It's basically America's answer to Nintendo.

ARGYLE: Americantendo.

SUZIE: That's a stupid name.

MIKE: You're right, it is a stupid name, but, Suzie, it's 16-bit.

SUZIE: 16-bit? Why have I never heard of it?

MIKE: Because it's top secret.

WILL: That's why we're doing this.

MIKE: Yeah, right. It's for...for the promotion. The first people to find the secret location receive a-

ARGYLE: Americantendo?

MIKE: Uh...an Americantendo.

SUZIE: So you drove 3000 miles over your spring break so I can help you get a new video game console no one has ever heard of?

MIKE, WILL, JONATHAN, and ARGYLE (IN UNISON): Yes.

Suzie sighs, unconvinced.

WILL: But it's not for us. It's for Dustin.

MIKE: Right. Exactly. It's for Dustin. It's for Dustin's birthday actually, which is...uh...

SUZIE: In two months, three days, and five hours.

Eden opens the door and walks in. Suzie stands up.

EDEN: Suzie, I don't know what you're doing but I am not spending my entire day babysitting. Pull your damn weight.

SUZIE: Language!

EDEN: Oh no, am I gonna burn in hell now?

ARGYLE: Oh, you tell her, Eden.

Suzie pushes Eden out of her room.

SUZIE: Out of my room.

EDEN: Don't touch me, you little shit!

Suzie closes the door.

WILL: Okay, so can you help?

SUZIE: I would do anything for Dustybun, but I'm afraid there's been an unfortunate development.

FLASHBACK – INT. BINGHAM HOUSE – SUZIE'S ROOM – NIGHT

Suzie tosses and turns as she tries to sleep.

SUZIE (CONT'D)(O.S.): After changing Dusty's grade, I was wracked with the most awful guilt.

FLASHBACK – INT. BINGHAM HOUSE – SUZIE'S ROOM – DAY

Suzie sits at her desk as Mr. Bingham paces in front of her.

MR. BINGHAM: Suzie, I am incredibly disappointed.

SUZIE (O.S.): Father could see my soul was tortured, and he wrenched a confession out of me.

Suzie tries to plead her case.

SUZIE (CONT'D): *I wanted to help him.*

Mr. Bingham continues to pace, arguing.

SUZIE (CONT'D)(O.S.): *Not only was I breaking the law, I was dating an agnostic. An agnostic! I've never seen Father so angry.*

MR. BINGHAM: *...starting today.*

SUZIE: *He needed me.*

FLSHBCK – INT. BINGHAM HOUSE – SUZIE'S ROOM – NIGHT

SUZIE (CONT'D)(O.S.): *Naturally...*

Mr. Bingham packs up Suzie's computer and keyboard.

SUZIE (CONT'D): *Father, no!*

Mr. Bingham lifts up Suzie's computer and starts walking out of the room.

SUZIE (CONT'D)(O.S.): *After learning the terrible truth, he confiscated my computer. And Father is not one to change his mind.*

Suzie looks at the photo of Dustin on her bedside and lays on her bed, crying.

SUZIE (CONT'D)(O.S.): *I'm as likely to see it again as I am my poor Dustybun.*

INT. BINGHAM HOUSE – SUZIE'S ROOM – DAY

JONATHAN: *Where is it?*

SUZIE: *His study. He uses it for work now. And Father's always working, and his door is, like, permanently locked.*

Will sighs in annoyance.

SUZIE (CONT'D): *I'm really sorry. Truly. But it looks like you came all the way here for nothing.*

The lights suddenly shut off.

EDEN (O.S.): *Cornelius!*

Cornelius shrieks, and the lights turn back on. Suzie gets an idea.

SUZIE: *Unless...*

MIKE: *Unless?*

SUZIE: *There might be a way. But we're gonna need help. And I mean a lot of help.*

ARGYLE: *All right.*

EXT. WHEELER HOUSE – FRONT YARD – DAY

The Wheeler, Sinclair, and Henderson cars all race down the driveway and screech to a stop. Their inhabitants quickly get out.

INT. WHEELER HOUSE – LOUNGE ROOM – DAY

Karen opens the back door and walks inside, looking around. The others follow.

KAREN: Guys?

INT. WHEELER HOUSE – BASEMENT – DAY

Karen opens the door and runs down the stairs, looking around.

KAREN (CONT'D): Are you down here? Guys?

INT. WHEELER HOUSE – LOUNGE ROOM – DAY

Karen exits the basement, panting and looking worried. The others have formed a circle in the lounge room.

KAREN (CONT'D): They should've been back by now. They should be back.

SUE: What time was the movie?

KAREN: Uh, four hours ago.

ERICA: Hate to break it to you, Mrs. Wheeler, but they lied to you.

HOLLY: (singing) Liar, liar, pants on fire...

TED: Holly.

CLAUDIA: We don't actually think they're involved with this Eddie guy, do we?

TED: I think at this point, anything's possible.

KAREN: Our children are not murderers, Ted.

TED: Don't put words in my mouth.

Karen turns and walks into the kitchen.

TED (CONT'D): See, she does that, twists my words.

Karen picks up the phone.

ERICA: You're calling the theatre?

KAREN: The police.

EXT. HAWKINS WOODS – SKULL ROCK – DAY

Eddie crouches under Skull Rock. Lucas, Max, Nancy, Robin, and Steve stand around. Dustin paces, looking at his compass.

EDDIE: When I got to the shore, I tried calling you guys, but, uh...

Eddie takes a swig of a flask.

EDDIE (CONT'D): My walkie was busted, man. Drenched. So, uh, I did the thing that I do now, apparently.

Eddie grins.

EDDIE (CONT'D): I ran.

Eddie chuckles.

NANCY: Do you know what time this was? The attack?

EDDIE: Yeah, no, I...I know exactly what time it was. My walkie wasn't the only thing that got soaked.

Eddie takes his watch off and tosses it to Nancy. She checks the time.

NANCY: 9:27.

ROBIN: Same time our flashlights went kablooeey.

STEVE: Which means what, exactly?

NANCY: That that surge of energy was Vecna attacking Patrick.

Nancy tosses Eddie's watch back to him, and he puts it back on.

ROBIN: Well, we're one step closer. We know how Vecna attacks.

LUCAS: And where he attacks from.

MAX: So now we just need to sneak into his lair in the Upside Down and drive a stake through his heart.

ROBIN: If he even has a heart.

STEVE: A stake? Is he like a vamp? Is he a vampire?

MAX: It was a metaphor.

EDDIE: A bullet should work on him, right?

LUCAS: I say we chop his head off.

NANCY: Yeah, I say all of the above, but we can't do any of that until we find a way into the Upside Down.

MAX: We need El to get her powers back.

STEVE: Everything was like way easier. We had this girl. She had superpowers.

EDDIE: Superpowers. Yeah, you mentioned her.

Eddie looks at the pacing Dustin.

EDDIE (CONT'D): Hey, uh, Henderson's not, uh, cursed, is he?

Everyone glances at Dustin behind them. Dustin stops pacing and stares into the distance.

STEVE: Cursed? No, no. He's fine. Mental? Absolutely.

DUSTIN: Boom!

Dustin turns around, his yell echoing. Everyone looks at him. Dustin points at Steve.

DUSTIN (CONT'D): Bada...bada...boom.

Steve makes a face.

DUSTIN (CONT'D): I was right. Skull Rock was north.

STEVE: Seriously? You're serious?

DUSTIN: Mmm-hmm.

STEVE: This is Skull Rock. Okay?

DUSTIN: Mmm-hmm.

STEVE: You're totally, absolutely, 100% wrong. Right now.

DUSTIN: Yes. And no.

STEVE: Oh my God.

DUSTIN: This compass worked correctly when we left the Wheelers'. It was correct when we got in the car on Kerley. But it started to slip the further east we went. Now it's way off. When I was leading us here, I wasn't wrong. The compass was.

STEVE: So you're using faulty equipment. Dude, you're still wrong.

DUSTIN: Except it isn't faulty. Lucas, do you remember what can affect a compass?

LUCAS: An electromagnetic field.

DUSTIN: Yep.

ROBIN: I'm sorry. I must've skipped that class.

DUSTIN: In the presence of a stronger electromagnetic field, the needle will deflect towards that power. So either there's some super big magnet around here, or...

LUCAS: There's a Gate.

NANCY: But we're nowhere near the lab.

DUSTIN: But what if, somehow, there's another Gate? A Gate that we don't know about. It'd have to be smaller. Way less powerful.

ROBIN: Snack-size Gate.

STEVE: How? Why?

DUSTIN: No idea. All I know is that something is causing this disturbance, and the last thing we've seen anything like it, it was a Gate. And I hope it is, because then we'd have a way to Vecna. And a shot at freeing Max from this curse.

Dustin turns and starts walking away.

STEVE: Where are you going? Hey, hey, hey, hey, hey.

Dustin stops and turns around, looking irritated.

STEVE (CONT'D): Eddie's still a wanted man. We can't just go for a hike in the woods.

DUSTIN: This little steel capsule might be the key to saving both Max and Eddie. What say you, Eddie the Banished?

Everyone looks at Eddie.

EDDIE: I say you're asking me to follow you into Mordor, which, if I'm totally straight with you, I think is a really bad idea. But, uh, the Shire...the Shire is burning.

Dustin starts jumping up and down, grinning. Eddie stands up.

EDDIE (CONT'D): So Mordor it is.

Eddie walks past the group to follow Dustin, who turns around and starts walking. Everyone except Steve follows, who looks confused.

STEVE: What is Mordor?

Eddie runs back to grab his walkie and flask.

STEVE (CONT'D): Get your stuff, dude. Let's go.

INT. HAWKINS LAB – ROOM – NINA GENERATED

The children stand to the side of the room, watching as Brenner draws a circle on the ground.

BRENNER (O.S.): Today, we are going to play a game. The rules of the game are quite simple.

INT. HAWKINS LAB – ROOM – NINA GENERATED

Brenner paces in front of the children.

BRENNER (CONT'D): Stay in your circle. If you leave your circle, you lose.

INT. HAWKINS LAB – ROOM – NINA GENERATED

The children watch as Brenner moves to draw another circle on the ground.

BRENNER (CONT'D)(O.S.): The last person standing in their circle will get to spend an extra hour of free time...

INT. HAWKINS LAB – ROOM – NINA GENERATED

BRENNER (CONT'D): In the Rainbow Room. Now, even though we are going to be competing against one another...

INT. HAWKINS LAB – ROOM – NINA GENERATED

Brenner stands on the other side of the circles. The friendly orderly and another orderly stand behind him.

BRENNER (CONT'D): Two.

Two steps into a circle.

BRENNER (CONT'D): Six.

Six steps into the other circle.

BRENNER (CONT'D)(O.S.): I don't want you to approach this any differently than one of our tests. Yeah?

The two orderlies blindfold Two and Six.

BRENNER (CONT'D)(O.S.): Now, this is very important.

INT. HAWKINS LAB – ROOM – NINA GENERATED

BRENNER (CONT'D): If you allow anger or emotion to invade your thoughts, you will fail.

Brenner stops in front of Eleven.

BRENNER (CONT'D): I promise. Do you understand?

CHILDREN: Yes, Papa.

BRENNER: Good.

INT. HAWKINS LAB – ROOM – NINA GENERATED

Two cracks his toes, exhaling deeply.

BRENNER (CONT'D): Begin.

Six holds his hand out towards Two, while Two tightens his fists. Two clenches his jaw as he breathes heavily. Six's feet rise slightly off the ground as he's pushed backwards by Two's powers. Two shakes his head slightly and Six goes flying backwards, landing against the wall. He slowly pushes himself into a sitting position, raising his blindfold to look at Two.

BRENNER (CONT'D): Very good, Two. Number Six, please, take a seat by the door.

Six reluctantly stands up and takes a seat against the wall with the door.

BRENNER (CONT'D): Five.

Five takes a step into the circle. One by one, Two defeats all of his fellow test subjects, and they join the others by the door. Five, Eighteen, Four, Twelve, Three, Thirteen, Fifteen, Ten, Fourteen, Seven, Sixteen, Nine, and Seventeen. Soon Eleven is the only one left.

BRENNER (CONT'D): Eleven.

Eleven takes a deep breath and reluctantly moves toward the circle. She steps inside, and the friendly orderly walks up to tie the blindfold on.

FRIENDLY ORDERLY: Good luck.

The friendly orderly walks back to his spot.

BRENNER: Begin.

Two and Eleven both clench their fists as they try to push the other out of the circle using their powers, both breathing heavily from effort. Eleven grunts loudly, then is pushed back slightly in the circle. She holds her ground, regaining her footing. Two breathes even heavier. The other children look between each other.

FRIENDLY ORDERLY (O.S.): He'd found his strength in a memory from his past.

FLASHBACK – INT. HAWKINS LAB – RAINBOW ROOM – NINA GENERATED

Eleven and the friendly orderly sit in front of the Plinko board.

FRIENDLY ORDERLY (CONT'D): Something that made him sad, but also angry.

INT. HAWKINS LAB – ROOM – NINA GENERATED

Eleven breathes heavily.

Flashback to #205. The Rainbow Room. Terry opens the door to find Young Eleven and Young Kali playing inside.

Eleven breathes heavily.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – NINA GENERATED

Eleven and the friendly orderly sit in front of the Plinko board.

FRIENDLY ORDERLY (CONT'D): Do you maybe have a memory like that?

INT. HAWKINS LAB – ROOM – NINA GENERATED

Eleven breathes heavily.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – DAY

TERRY: Jane.

Guards come in and drag Terry out.

TERRY (CONT'D): No! No! No! Jane!

INT. HAWKINS LAB – ROOM – NINA GENERATED

Eleven thrusts her hand out with a yell, sending Two flying backwards into the mirror, cracking it. He grunts as he falls to the floor. The other children gasp, shocked. Eleven pulls her blindfold down, panting. Two groans and pants as he stands up, lifting his blindfold and staring at Eleven with wide eyes. He slowly goes to sit by the door. As he leaves the mirror, we see Young Eleven reflected.

BRENNER: Well, well. It looks like we have a new winner.

The friendly orderly smiles. Brenner turns his head slightly in his direction, and his smile quickly fades.

EXT. RUSSIAN WOODS – DAY

Murray, Joyce, and Yuri hike through the snow. Joyce and Murray carry a few bags of necessary items. Yuri trudges in front of them, hands tied behind his back. They finally crest a hill, revealing the town of Kyrzran.

YURI: I present you...Kyrzran. You see that grey steeple over there? That is Yuri's warehouse.

JOYCE: It looks like a church.

YURI: Let's see what miracles it holds, yes?

Yuri starts walking away. Joyce and Murray look at each other before following.

INT. KYRZRAN CHURCH – STORAGE ROOM – DAY

Murray pushes open the doors and the trio walks in. Yuri smiles as he looks around. The crates Hopper opened during his escape remain open. Yuri spots the opened peanut butter crate and walks over to it.

YURI (CONT'D): Oh.

Yuri tuts.

YURI (CONT'D): Someone has been in my peanut butter. Very popular, as I say, eh?

MURRAY: Weapons. Where are the weapons?

INT. KYRZRAN CHURCH – STORAGE ROOM – DAY

Joyce opens a crate to find a number of guns inside.

MURRAY (CONT'D): Oh Jesus.

YURI: Hey. Not in a church. You like all this? Wait until you see my flamethrower.

JOYCE: We don't have time for show-and-tell. We need to get going.

YURI: She's always this bossy?

Joyce gives Yuri a look.

MURRAY: You heard her.

Murray picks up his pistol.

MURRAY (CONT'D): Keys. Map.

Murray cocks the gun.

MURRAY (CONT'D): Let's go.

INT. KYRZRAN CHURCH – STORAGE ROOM – DAY

Murray sets a map down on a crate.

YURI: So, prison is here.

Yuri bends to touch the map with his nose.

YURI (CONT'D): Between these two mountains. Approximately two-hour drive.

MURRAY: I don't see anything.

YURI: Because it's not on the map, but it is there.

JOYCE: How do we know you're not leading us into some sort of trap?

YURI: Because I do not need to. You want to break into deadliest prison in all motherland.

Yuri chuckles.

YURI (CONT'D): It is suicide.

MURRAY: Who said anything about breaking in?

YURI: Oh. You just expect to knock? 'Oh hello, let me in. I'm friendly American with a big beard'.

Yuri laughs. He looks at Joyce, as if expecting her to laugh as well.

JOYCE: Something like that, actually, yes.

Yuri's smile fades.

MURRAY: You were planning to turn us over to the warden. Today, if I'm not mistaken.

YURI: Ah, I see now. I bring you in as prisoners and then set you free inside walls. It is risky, crazy, you will still probably die, yet I like it. But for this to work, Yuri cannot be tied. Hey, it's hard to turn over prisoners when I'm a prisoner myself. Hey, I think the warden might find that suspicious.

JOYCE: Which is why, from here on out, you're gonna be Murray.

MURRAY: And I'm gonna be Yuri.

YURI: I don't follow.

MURRAY: Don't worry.

Murray puts Yuri's gag back into his mouth.

MURRAY (CONT'D): It's a silent role.

Murray chuckles. He taps Yuri's cheeks.

MURRAY (CONT'D): Aah!

INT. KAMCHATKA PRISON – ROOM – DAY

The prisoners sit around the table, eating glumly at their food. Hopper's words about their fates have put a sombre mood into the room, the joy of being served a large feast now gone. Ivan lights a cigarette.

EXT. KAMCHATKA PRISON – DEMOGORGON PIT – DAY

A guard opens the door and Ivan leads the prisoners out, flicking his cigarette to the side as he leads them towards the other door. Hopper walks behind Dimitri, the two of them near the middle of the line.

DIMITRI: You want to make a fool of yourself, go ahead. But to bring down these men, leaving them with no hope, what is the purpose of that?

HOPPER: I tell them the truth. You feed their delusion.

DIMITRI: Not delusions. Hope.

Dimitri turns and faces Hopper, stopping the line.

DIMITRI (CONT'D): I believe we can fight. I believe we can win.

HOPPER: Mmm-hmm.

DIMITRI: I have a son, Mikhail. I cannot leave this world with him believing his father is a traitor. I need to get back to him, and I will get back to him.

Dimitri turns to keep walking.

HOPPER: Is he slow?

Hopper chuckles slightly. Dimitri turns back to him.

DIMITRI: What?

HOPPER: Mikhail, your son. Is...is he slow? Is he stupid?

Ivan walks over to them.

IVAN: (in Russian) Stop talking.

DIMITRI: No, he's very smart. Top of his class.

IVAN: (in Russian) Be silent!

Hopper chuckles slightly.

HOPPER: Then you're not his father.

IVAN: (in Russian) I said go!

DIMITRI: You are drunk, American. I would stop speaking unless you wish to die sooner.

HOPPER: I can. It doesn't really matter. I know that I'm gonna die today. But guess what? I know who I am and what I've done, unlike you and these men, who can't face the truth. You know that you're the reason why we're in here. You're gonna die today.

IVAN: (in Russian) Come on, go!

HOPPER: Your son is not your son...

IVAN: (in Russian) I said to be silent!

HOPPER: And your wife-

Dimitri punches Hopper. The two men start fighting. The other prisoners move back as the guards move in to try and break them up.

OLEG: (in Russian) Come on! Come on!

Hopper and Dimitri struggle to get to each other with the guards trying to restrain them. Dimitri is restrained by one guard. Another guard tries to restrain Hopper, but he tackles him to the ground and knocks him out. Sirens start to wail. Ivan knocks Hopper out with the butt of his gun.

INT. KAMCHATKA PRISON – CELL – DAY

Hopper is dragged into the cell by two guards. He coughs. The other prisoners are already inside, sitting or lying on the benches. Dimitri sits on the one closest to Hopper. The guards lock the door and walk away. Ivan slowly walks up to the cell door, staring at him.

IVAN: (in Russian) You do that again...we shoot you on the spot. Fools.

Ivan walks away. Hopper slowly sits up, coughing.

DIMITRI: You happy now, American? Was that worth it? Was that worth it?

Hopper pants as he sits against the bars of the cell.

HOPPER: We call it a Demogorgon. I don't know how they got it here or what they're doing with it, but...

Hopper starts unbuttoning his jacket.

HOPPER (CONT'D): Everything I said about it is true. Except it has one weakness. Fire. Hates fire. So I figure, if we want a shot at killing this thing...

Hopper holds up a small bottle of liquor.

HOPPER (CONT'D): We need some fuel. And I need something to light it with.

Hopper pulls out a lighter, which he flicks open and lights. Dimitri stares at him in slight awe.

HOPPER (CONT'D): So you asked me if it was worth it? To answer your question...

Hopper blows the flame out.

HOPPER (CONT'D): Yeah, I think it was worth it.

A smile creeps onto Dimitri's face, and he chuckles.

DIMITRI: You son of a bitch.

Hopper laughs.

DIMITRI (CONT'D): You son of a bitch.

Hopper laughs, then holds his side with a grimace.

HOPPER: Oh, don't make me laugh. My ribs are broken. Don't make me laugh.

Dimitri laughs. Hopper groans.

INT. BINGHAM HOUSE – MR BINGHAM'S STUDY – DAY

Mr. Bingham sits at his desk, typing away. The lights suddenly turn off, and his computer turns off. He looks up and grumbles.

MR. BINGHAM: Cornelius?

INT. BINGHAM HOUSE – FIRST FLOOR LANDING – DAY

Mr. Bingham walks out of his study and looks over the railing. Suzie, Mike, Will, and Jonathan hide nearby.

MR. BINGHAM (CONT'D): Cornelius?

Cornelius shrieks.

MR. BINGHAM (CONT'D): Cornelius!

Mr. Bingham runs down the stairs. Cornelius yells. Suzie nods at the boys, and they all sneakily run into Mr. Bingham's study.

INT. BINGHAM HOUSE – MR BINGHAM'S STUDY – DAY

Jonathan carefully closes the door behind them. Suzie looks at her watch as she sits down.

WILL: Wait, where's Argyle?

JONATHAN: Shit, I don't know.

SUZIE: And three, two...

INT. BINGHAM HOUSE – KITCHEN – DAY

Cornelius runs up to the breaker box and flicks a switch.

INT. BINGHAM HOUSE – MR BINGHAM'S STUDY – DAY

The lights and computer turn back on. Mike, Will, and Jonathan stand behind Suzie.

MIKE: Oh my God. Way to go, Cornelius.

Suzie picks up the phone and starts dialling.

INT. BINGHAM HOUSE – FOYER – DAY

Mr. Bingham is stopped near the bottom of the stairs by Tanner and Tatum blocking him with their swords.

TATUM: Away, you mouldy rogue! Away!

INT. BINGHAM HOUSE – MR BINGHAM'S STUDY – DAY

Suzie puts the phone back down. A pop-up box reading 'CSC CLASSIFIED MODULES' with a few programs pops up on the screen.

SUZIE: And we're in.

MIKE: Holy sh...

Suzie looks at Mike.

MIKE (CONT'D): Heck. Oh holy heck. You did it.

Suzie starts typing.

SUZIE: Hold your applause. I don't see an address.

JONATHAN: 'Office'. Try 'office'.

Suzie clicks on the icon labelled 'OFFICE'. Another pop-up box pops up, this one containing many lines of code.

SUZIE: What is all this?

INT. BINGHAM HOUSE – FOYER – DAY

MR. BINGHAM: Tanner, Tatum, out of the way!

Tanner and Tatum giggle as they run off.

INT. BINGHAM HOUSE – KITCHEN – DAY

Mr. Bingham rounds the stairs and into the kitchen, walking up to the breaker box. It sparks a few times. Mr. Bingham is hit in the back with a suction arrow. He turns around.

MR. BINGHAM (CONT'D): Cornelius.

Cornelius hisses and runs away. He catches sight of a flaming pan on the stove in the kitchen and yells.

INT. BINGHAM HOUSE – MR BINGHAM'S STUDY – DAY

The pop-up box continues to scroll through lines of code.

JONATHAN: Maybe it's hidden in the code somehow?

MIKE: What you just said makes no sense.

SUZIE: Hold your butts. I'll just trace the IP.

WILL: The...the I-what?

SUZIE: The internet protocol address. It's a unique numerical label given to all information technology connected to the internet.

JONATHAN: What's the internet?

SUZIE: Don't worry about it. It's just gonna change the world.

INT. BINGHAM HOUSE – KITCHEN – DAY

Mr. Bingham runs into the kitchen, picking up the fire extinguisher and aiming it at the flaming pan. Peter and chef kid stand by the sink, watching him with smiles.

INT. BINGHAM HOUSE – MR BINGHAM'S STUDY – DAY

Suzie types away.

MIKE: What's happening now?

SUZIE: I'm running the IP through a geolocation software. Basically a form of data mining.

INT. BINGHAM HOUSE – KITCHEN – DAY

Mr. Bingham sets the fire extinguisher down before leaving the kitchen. As the smoke clears, he finds the choking Tabitha convulsing on the ground in the lounge room.

MR. BINGHAM: Tabitha!

INT. BINGHAM HOUSE – LOUNGE ROOM – DAY

Mr. Bingham kneels beside Tabitha.

MR. BINGHAM (CONT'D): Tabitha?

Tabitha continues to convulse, clutching her neck.

MR. BINGHAM: Tabitha. Oh no.

Mr. Bingham whimpers slightly. Sterling comes up from behind with a camera.

STERLING: And cut!

Tabitha stops choking and starts smiling, pulling her hands away from her neck.

STERLING (CONT'D): Incredible. Just incredible.

Mr. Bingham sits up, unimpressed.

STERLING (CONT'D): And, Father, your terror. It looked genuine.

Mr. Bingham crosses his arms.

INT. BINGHAM HOUSE – MR BINGHAM’S STUDY – DAY

Suzie presses enter, and a pop-up box with a latitude and longitude address pops up.

SUZIE: Bingo.

MIKE, WILL, and JONATHAN (IN UNISON): Nevada?

MIKE: Can you print this?

SUZIE: No, my skills end at IP geolocation.

Mike stares at Suzie. She turns, presses a button on the printer beside her, before turning back and staring at him while the printer prints the information.

MIKE: You were being sarcastic.

SUZIE: Yeah.

INT. BINGHAM HOUSE – FIRST FLOOR LANDING – DAY

Mr. Bingham trudges up the stairs.

MR. BINGHAM: These kids are gonna drive me to the loony bin.

Right as Mr. Bingham rounds the corner to head up the second set of stairs, the group runs out of his study and down the stairs.

SUZIE: Hi, Father. You look like you need a nap.

Mr. Bingham looks at the boys in confusion as they pass him. He moves and leans over the railing.

MR. BINGHAM: Slow down!

EXT. BINGHAM HOUSE – FRONT YARD – DAY

The quad run outside, panting. Suzie hands the paper to Mike, and Jonathan shuts the front door. They all start walking towards Argyle’s van.

MIKE: Dustin’s right. You’re a certified genius.

Suzie smiles, adjusting her glasses slightly. Then a look of disgust crosses her face.

SUZIE: I think we just spooked a skunk.

Jonathan catches sight of Argyle’s van. The windows are cloudy, and smoke rises from the slightly open window. Pass the Dutchie by Musical Youth can be heard playing, and Argyle and Eden can be heard laughing and coughing.

INT. ARGYLE’S VAN

Mike opens the back door to find Argyle and Eden laying down inside, a bong in Argyle’s hand. Mike, Jonathan, and Will stare at Argyle in disappointment.

MUSICAL YOUTH (ON RADIO): (singing) Pass the dutchie ‘pon the left-hand side...

ARGYLE: Yo.

Suzie looks into the van and stares at Eden.

ARGYLE (CONT'D): My dudes. Any lucks?

MUSICAL YOUTH (ON RADIO): (singing) Give me the music...make me jump and prance...

EXT. HAWKINS ROAD – NIGHT

Powell's car drives along. It pass a truck playing loud music, its occupants yelling at the police car as they pass.

INT. POWELL'S CAR

CALLAHAN: You see that, Chief? Openly mocking us.

POWELL: Stay calm. Stay calm.

CALLAHAN: A bunch of angry, armed vigilantes are out hunting kids, openly defying us, and you want me to stay calm.

POWELL: Stay calm. Yeah.

DANIELS (ON RADIO): Hey, Chief, you copy?

Powell picks up his radio.

POWELL (CONT'D): Yeah, I copy.

EXT. HAWKINS WOODS – NIGHT

Daniels stands in the woods with his torch pointed at Nancy's hidden car.

DANIELS: I found their station wagon hidden up by Skull Rock. No sign of them though.

INT. POWELL'S CAR

CALLAHAN: Skull Rock?

POWELL: Yeah.

CALLAHAN: Isn't that a make-out spot?

POWELL: And a stone's throw from Lover's Lake.

CALLAHAN: The hell they wanna go back there for?

POWELL: One way to find out. Hold tight. On our way.

Powell sets the radio back down, turns the sirens on and does a tight U-turn at an intersection, racing back the way they came.

EXT. HAWKINS WOODS – NIGHT

Dustin quickly walks through the woods, staring at his compass. He comes to a slight clearing and looks at the compass again, the needle moving wildly. He grins.

DUSTIN: Something's happening.

Dustin takes off again. Eddie comes out from the bushes.

EDDIE: Dustin? Can you slow down? Dustin?

Eddie is followed by Max, Lucas, and then Steve. Dustin turns and grins at them as he keeps walking.

DUSTIN: I think we're getting close.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

Eddie quickly runs forward and grabs Dustin's bag to stop him from walking straight into the lake.

EDDIE: Watch your step, big guy.

Max, Lucas, Steve, Nancy, and Robin join them at the edge of the lake. They all stare out at the water.

STEVE: Oh, man. You gotta be shitting me.

EDDIE: Yeah. I thought these woods were familiar.

ROBIN: Lover's Lake.

DUSTIN: This is confounding.

MAX: There's a Gate in Lover's Lake?

NANCY: Whenever the Demogorgon attacked, it always left an opening. Maybe Vecna's the same way.

STEVE: Yeah, only one way to find out.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

Eddie pulls back the tarp on his stashed getaway boat. They all stare at it.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

Steve and Eddie lower the boat into the water. Eddie drops his side, making a small splash.

STEVE (CONT'D): Easy. I...I said easy, man.

EDDIE: Sorry, dude.

Steve and Eddie crouch to keep the boat steady. Robin moves to get in, and Steve holds his hand out.

STEVE: Here you go.

Robin ignores Steve's hand, instead using Steve and Eddie's heads as rails to balance on her way in.

ROBIN: Yeah, I'm just gonna do that. Thank you.

STEVE: Yeah, that works too.

Eddie stands up and jumps into the boat, turning around and helping Nancy get in.

STEVE (CONT'D): Good, you got her.

EDDIE: Wheeler.

NANCY: Thanks.

Dustin gives Max and Lucas a salute and goes to get into the boat as well. Eddie stops him by gently pushing his head backwards.

EDDIE: Hey, hey, hey, are you trying to sink us? This thing holds three people tops, okay?

Dustin looks offended.

NANCY: It's better this way, okay? You guys stay here with Max. Keep an eye out for trouble.

DUSTIN: You keep an eye out.

Nancy gives Dustin a look. Dustin retorts with another look, more annoyed.

DUSTIN (CONT'D): It's my goddamn theory.

ROBIN: You heard Nance.

DUSTIN: Who put her in charge?

ROBIN: I did.

Nancy holds out her hand.

NANCY: Compass.

Dustin reluctantly gives Nancy his compass. Steve tosses grabs Dustin's bag from inside the boat and tosses it to him.

STEVE: Hey, there you go.

DUSTIN: Ow.

Steve pushes the boat further into the water and gets in himself. Robin and Eddie start rowing.

DUSTIN (CONT'D): You said three.

STEVE: (whispers) Sorry.

Dustin stares at them in disbelief.

ROBIN: Bedtime at nine, kiddos.

Dustin holds up his middle finger. Robin stands and waves.

ROBIN (CONT'D): Miss you already!

INT. HAWKINS LAB – RAINBOW ROOM – NINA GENERATED

Eleven is the only one in the room. She kneels in front of the Plinko board, watching a disc fall down and land in a slot. She sighs. She reaches up and puts another disc in, watching it fall down and land in a slot. She sighs. There's distant screaming, and Eleven turns to look at the door. She stands up.

FRIENDLY ORDERLY (O.S.): Please!

INT. HAWKINS LAB – HALLWAY – NINA GENERATED

Eleven looks out the door, looking around before stepping into the hallway. There's more distant screaming, and the sound of electricity. Eleven slowly walks towards the closest testing room, the sound of pleading coming from the other side of the door. Eleven looks into the window to see

Brenner in the observation room, hanging his head in shame as the friendly orderly is tased by two orderlies in the testing room.

FRIENDLY ORDERLY (CONT'D): Please, please...

The friendly orderly is tased multiple times. Brenner suddenly looks up and towards the door, but Eleven disappears before he can see her.

INT. HAWKINS LAB – HALLWAY – NINA GENERATED

Eleven hides to the side of the door. It suddenly opens, and she quickly slides along the wall and hides around the corner. She peeks around the corner to see the friendly orderly dragged out by the other orderlies, now unconscious and with a slightly blood stained uniform. Brenner closes and locks the door behind them, moving to follow the orderlies as they round another corner. He stops and looks behind him, making Eleven quickly duck back to avoid being seen. Brenner walks away. Eleven looks around the corner to make sure he's gone, slowly walking backwards and backing into the Rainbow Room.

INT. HAWKINS LAB – ELEVEN'S ROOM – NINA GENERATED

Eleven walks backwards into the room.

TWO: You shouldn't be wandering the halls.

Eleven turns around to see Two, Three, Four, and Five walking towards her, all looking angry. They crowd around her in a circle, making her spin around to look at them.

FOUR: It's against the rules.

TWO: And not safe.

Eleven stops facing Two.

TWO (CONT'D): You shamed me today.

ELEVEN: I'm sorry.

TWO: I didn't wanna hurt you. You are weak and pathetic. I was holding back.

Eleven tries not to cry.

TWO (CONT'D): And then you do that before everyone? Before Papa?

ELEVEN: No.

Two moves his head and Eleven goes flying backwards, landing on the ground with a grunt. She breathes heavily. Two walks towards her and bends on his knees.

TWO: How'd that feel?

Eleven slowly starts to stand up.

TWO (CONT'D): Did you like that?

Eleven looks at the camera behind Two. He turns and looks at it, then back at Eleven.

TWO (CONT'D): See a light? I don't.

Eleven shakily stands up.

THREE: Something must've happened to the power.

Eleven screams as she's pushed and pulled between the four children, all of them laughing and smiling as they move her around like a ragdoll.

ELEVEN: Stop it! No!

Four pushes Eleven hard, landing her in front of Two. He glares at her.

ELEVEN (CONT'D): No!

Two pushes his head forward, sending Eleven flying backwards. She hits the wall and falls to the ground with a grunt. She lays on the ground, whimpering. Two walks towards her and kneels beside her.

TWO: Tell Papa we did this, we will kill you.

Two stands up and walks towards the door. Three, Four, and Five smirk as they move to follow him. Eleven crawls to the middle of the room and pushes herself to standing, crying. The others laugh as they walk down the hall. Five holds the door open as she stares at the sobbing Eleven.

FIVE: Aw, feeling a little dizzy there? Poor baby.

Five fake pouts, then chuckles as she closes the door and follows the others, leaving Eleven alone. She grabs her arms. There's a distant scream, and Eleven slowly turns to look at the mirror. She slowly walks towards the mirror with a shaky breath, lowering her arms as she takes in her reflection. She stares in horror at the mirrored Young Eleven, who stares back at her with a bloody hospital gown. Blood drops from her nose, eyes, and ears. Eleven pants as she looks at Young Eleven. She looks down at her own hospital gown to see it now bloody as well. The lights start flickering, and Eleven turns around to find her fellow test subjects dead on the ground, the walls and floor spattered with blood.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – DAY

Young Eleven screams as she holds her hand out at something.

INT. HAWKINS LAB – ELEVEN'S ROOM – NINA GENERATED

Eleven looks around in horror.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – DAY

Young Eleven screams as she holds her hand out at something.

INT. HAWKINS LAB – ELEVEN'S ROOM – NINA GENERATED

Eleven looks around in horror.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – DAY

Young Eleven screams as she holds her hand out at something.

INT. HAWKINS LAB – ELEVEN'S ROOM – NINA GENERATED

Eleven looks around in horror.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – DAY

Young Eleven screams as she holds her hand out at something.

INT. HAWKINS LAB – ELEVEN'S ROOM – NINA GENERATED

Eleven looks around in horror, breath quickening as she looks at all her 'siblings' dead on the ground. The lights continue to flicker.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – DAY

Young Eleven screams as she holds her hand out at something.

INT. HAWKINS LAB – ELEVEN'S ROOM – NINA GENERATED

Eleven looks around in horror. The lights suddenly stop flickering.

BRENNER (O.S.): What have you done? What have you done?

INT. NINA FACILITY – NINA SILO

Eleven lays on a gurney. She suddenly wakes up, panting. Brenner and Owens stand next to her. Brenner checks her pulse.

OWENS: Okay, easy. Deep breaths. Take deep breaths.

BRENNER: You did well, Eleven. You did very well.

Eleven pants.

FLSHBCK – INT. HAWKINS LAB – RAINBOW ROOM – DAY

Young Eleven screams as she holds her hand out at something.

INT. NINA FACILITY – NINA SILO

ELEVEN: I know what happened now.

Eleven tries not to cry.

ELEVEN (CONT'D): I killed them, didn't I, Papa?

Flashback to #401. The Rainbow Room. Dead kids line the room, blood spattered on the walls and floor.

ELEVEN (CONT'D): I killed them all.

OWENS: Okay. Shh.

ELEVEN: I killed them all.

Brenner holds Eleven's cheek as she sobs.

EXT. LOVER'S LAKE – NIGHT

Eddie and Robin paddle the boat. Nancy stares at the compass. Steve aims his torch into the water, trying to see something. The compass starts going wild.

NANCY: Whoa, whoa, whoa, whoa, slow down. Slow down, guys.

Eddie and Robin push their oars to stop the boat. They turn around to look at the compass, which Steve shines his torch on. The needle is spinning wildly.

STEVE: Whoa.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

Lucas watches the boat through binoculars, and he sees when they stop. He grabs Dustin's arm.

LUCAS: Wait, wait, wait. They're stopping. What are they stopping for?

Dustin pulls his Supercomm out.

DUSTIN: Guys, what's going on?

No one answers.

DUSTIN (CONT'D): Come on, talk to me.

EXT. LOVER'S LAKE – NIGHT

DUSTIN (CONT'D)(ON SUPERCOMM): What's going on?

Robin picks up the Supercomm.

ROBIN: Uh, Dustin, your compass has gone from wonky to wonky with a capital 'aah!'

Steve starts taking his shoes and socks off.

NANCY: Steve, what are you doing?

Steve: Somebody's gotta get down there and check this thing out. Unless one of you three can top being a Hawkins High swim co-captain and a certified lifeguard for three years, then...it's gotta be me. No complaints, all right?

Steve stands up.

EDDIE: Hey, I'm not complaining. I do not wanna go down there.

Eddie pulls a bag out of his pocket and upends its contents. Steve balances as he takes his jumper off. Nancy stares at him. Robin notices and smiles.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

LUCAS: Ugh. When'd Steve get so hairy?

DUSTIN: Right?

Lucas lowers the binoculars and looks at Dustin.

DUSTIN (CONT'D): I keep telling him he needs to tame that jungle, but he claims the ladies dig it.

Lucas makes a face before putting the binoculars back up to his eyes. Max walks up.

MAX: Let me see.

Max grabs the binoculars from Lucas, sliding the strap around his neck.

LUCAS: What?

Max puts the binoculars to her eyes and stares at the boat. Lucas stares at her, then at the boat, then at her, then at the boat again, confused and unsure. Dustin looks at the boat, not wanting to get involved.

EXT. LOVER'S LAKE – NIGHT

Eddie wraps Steve's torch in the plastic bag and hands it to him.

EDDIE: Hey.

Steve grabs the torch.

EDDIE (CONT'D): Good luck.

STEVE: Thanks.

Eddie puts a cigarette in his mouth, and Steve tosses him his jumper. Eddie goes to light the cigarette, but Robin takes it from his mouth and tosses it in the water.

ROBIN: Gross.

Eddie stares at her. Steve takes a breath, preparing to jump in.

NANCY: Steve?

Steve turns to look at her.

NANCY (CONT'D): Be careful.

Nancy gives a small smile. Steve gives a small nod and dives in, rocking the boat. He swims deeper and deeper, the torch slowly becoming his only light source.

EXT. LOVER'S LAKE – NIGHT

Nancy, Robin, and Eddie sit and wait for Steve to get back. Nancy times him on her watch.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

DUSTIN: You guys realise, if there's a Gate down there, it's technically a water Gate.

Dustin looks at Max and Lucas with a grin, expecting them to smile as well, but they both look away in disappointment.

DUSTIN (CONT'D): Watergate.

Max uses the binoculars to look at the boat. Dustin chuckles.

INT. LOVER'S LAKE – NIGHT

Steve swims down, coming across a few fish skeletons. He stares at them, unsure what to make of them. There's a noise behind him, and he turns to see the glowing red Gate. He swims towards it.

EXT. LOVER'S LAKE – NIGHT

ROBIN: Where we at, Wheeler?

NANCY: Closing in on a minute.

ROBIN: Okay.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

DUSTIN: Come on, Steve. Come on.

There's suddenly the sound of distant radio chatter, and Lucas turns to see torches a short distance behind them.

OFFICER (O.S.): Down by the water!

LUCAS: (whispers) Shit. Down!

The trio duck down by a log, looking as police officers looking around the area with torches.

DUSTIN: Shit. Shit.

OFFICER: It was on this shoreline.

INT. LOVER'S LAKE – NIGHT

Steve stares at the Gate, red light illuminating him. He slowly reaches out to touch the membrane, hand shaky. As soon as he touches it, the outline of a vine appears on the other side. He quickly pulls his hand back, dropping the torch and quickly swimming for the surface. Unbeknownst to him, a vine slowly starts to follow him.

EXT. LOVER'S LAKE – NIGHT

Nancy, Robin, and Eddie sit in the boat, waiting. Steve suddenly bursts out of the water, rocking the boat and making them all jump.

EDDIE: Oh Christ!

Steve swims to the edge of the boat.

STEVE: I found it.

NANCY: You found it?

STEVE: I found it. Yeah, I found it.

Steve pants as he grabs the side of the boat. Robin grabs the Supercomm.

ROBIN: Dustin, you are a goddamn Einstein.

EXT. LOVER'S LAKE – SHORELINE – NIGHT

Lucas and Max look at Dustin as he quickly moves to shut the Supercomm off.

ROBIN (CONT'D)(ON SUPERCOMM): Steve found the Gate-

A siren wails, and Dustin manages to turn the walkie off. They look back at the police officers.

MAX: Cops.

DUSTIN: Shit, shit, shit.

LUCAS: We can't let 'em find Eddie.

Max looks around.

MAX: Stay with me.

Max stands up.

MAX (CONT'D): Hey, officers!

Lucas and Dustin quickly try to shush Max.

LUCAS: Max!

MAX: Over here! I found the killer! This way!

Max takes off running, and Dustin and Lucas quickly get up to chase her.

DUSTIN: Shit.

The police start after them.

OFFICER: Go!

EXT. LOVER'S LAKE – NIGHT

STEVE: It's pretty wild. It's more a snack-size Gate than the mama Gate, but still, it's pretty damn big.

Steve is suddenly pulled underwater. His grip on the boat stops him from going too far, the boat rocking. Steve looks at the water, then back at the others. He's pulled again, harder this time, making him lose his grip on the boat and get dragged underwater. The others yell.

NANCY: Steve!

INT. LOVER'S LAKE – NIGHT

Steve is dragged downwards by a vine, struggling to fight against it but not being strong enough.

EXT. LOVER'S LAKE – NIGHT

ROBIN: Steve!

EDDIE: No! No!

NANCY: Steve!

ROBIN: Steve!

EDDIE: What the hell was that, man?

ROBIN: Steve! Nancy, really, what happened?

EDDIE: Jesus!

INT. LOVER'S LAKE – NIGHT

Steve is dragged into the Gate, uselessly struggling against the vine.

INT. LOVER'S LAKE – UPSIDE DOWN

Steve's pulled up and out, bursting out into the Upside Down and being dragged along the ground yelling.

EXT. HAWKINS WOODS – NIGHT

The police officers chase Max, Dustin, and Lucas.

OFFICER: Stop! Get back here, you little rats!

EXT. LOVER'S LAKE – NIGHT

Nancy gets ready to jump in.

EDDIE: Wait, wait, wait. You're not going in there, are you?

NANCY: Just wait here.

ROBIN: No, Nancy!

EDDIE: Nancy!

Nancy dives in.

EDDIE (CONT'D): Goddamn it!

INT. LOVER'S LAKE – NIGHT

Nancy swims towards the Gate.

INT. LOVER'S LAKE – UPSIDE DOWN

Steve is dragged along the ground by a vine, yelling and screaming. He's let go when the vine is stopped by a small wall of vines.

EXT. HAWKINS WOODS – NIGHT

Dustin trips and falls, picked up by Powell.

LUCAS: Dustin! Shit.

Lucas and Max skid to a stop and turn to run back to Dustin, only to see the police officers. Dustin pants.

POWELL: Hey there.

EXT. LOVER'S LAKE – NIGHT

Robin silently moves to sit on the edge of the boat.

EDDIE: No, no, no, no, no, no. What are you doing? She said wait.

ROBIN: Yeah, I heard her.

EDDIE: She's in charge.

ROBIN: Are you kidding me? I made that shit up.

Robin blocks her nose and leans backwards.

EDDIE: Don't you go. Don't you-

Robin falls backwards into the water.

EDDIE (CONT'D): Goddamn it! Lying, son of a bitch!

Eddie prepares himself to jump in.

EDDIE (CONT'D): Oh, this is so stupid. This is so stupid. This is so stupid. Shit! Shit! Shit!

Eddie dives in.

INT. LOVER'S LAKE – UPSIDE DOWN

Steve pants. There's snarling nearby, and Steve slowly realises where he is. He pushes himself off the small wall and stands up, looking around and breathing heavily. Thunder rumbles, red lightning flashing in the sky. The lake is devoid of water, the ground covered in vines. Rick's boat lays nearby, broken and covered in vines. There's a screeching sound, and Steve turns around to see a Demobat flying towards him. It screeches as it flies towards him, and he starts to back away. Another one comes from the side, then another one. Steve runs for the boat, grabbing an oar and hitting one of the Demobats down. He swings at the Demobats as they swoop at him. One of them wraps its tail around his neck, pulling him to the ground with a grunt. He starts pulling on the tail, struggling to breath as it tries to choke him. He tries to grab at the Demobat's head, but it's too far away from him. Another Demobat lands beside him, biting into his stomach. The remaining Demobat does the same, biting into the other side of his stomach. Steve tries to hit them away with one hand, yelling in pain, but they keep biting and biting. He struggles in vain, screaming.

END EPISODE.